

Faiths and Pantheons

 the-witcher-rpg.fandom.com/wiki/Faiths_and_Pantheons



in: [Neverwitcher](#), [Canon Expansions](#), [Pages with broken file links](#),
and [2 more](#)

- [Religions](#)
- [Gods](#)

-

[Edit](#)



This fan-fiction article was written by [Neverwitcher](#). Please do not edit without the writer's permission.



This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Religion](#).

Introduction

File:Two deities.jpg

Deity selection

During character creation, every character about to enter the Neverwitcher gameworld must select a deity as their primary divine guidance figure - or they can decide to not believe at all.

The Witcher World offers various forms of religious views. Polytheism is normal in most parts of the world, though some monotheistic religions have appeared in the world as well.

To symbolize a character believing in more than just one deity at a time we added "Pantheons"; a group of deities assembled into a single entry, the character offering each of them respect (or at least some of them when circumstances demand it).

Faiths & Pantheons

Full explanations of each deity can be read ingame, this short list exist to inform those planning to create characters of what they can expect.

Faiths

Symbol	Entry	Titles	Domains of Influence	Short Info
A circle of flowers	Dana Maedbh	Eternal One, Queen of the Fields, Lyfia, and Bloemenmagde among the dwarves.	Summer, Autumn, Growth	Lyfia is a goddess worshipped in the area of Dol Blathanna, the Valley of Flowers, as well as in Kaedwen and Aedirn, venerated by peasants, beekeepers and pitch-burners, all of those who live off gifts of the soil and the forest.

Raven, Sycamore leaves	Morrigan	Lady of the Ravens, Mori Rígain (Elder Speech)	Magic, War, Phantoms	Since ancient times the intersection below the Holy Sycamore of the Gwyd Mountain had been considered as a seat of unnatural power, thought by Aen Seidhe elves to be an incarnation of Mori Rígain. When Nordlings reached the area, they adapted elven beliefs and built a castle on the mountain around the sacred tree.
A snake entwining a staff	Asclepius	The great healer, Paeon (The Healer), Hepius	Healing, Medicine, Knowledge	Asclepius is the god commonly associated with healing and medicine.
A swirl, representing the inevitable path	Destiny	Destiny, Fate	Destiny, Fate, The Future, Inevitability	You believe not in a god but the concept of destiny, of fate itself, that everything is already decided and we all just play the roles assigned to us in the grand plan of life itself.
Two Horseheads to each side, joined at the neck	Epona	The Horse Deity, The Great Mare	Fertility, Horses, Ponies and Mules	Epona is a goddess revered in Toussaint and other parts of the world where horses are an important part of culture. There are no temples dedicated to her, only shrines where offerings are given.

Burning Flame or Torch	The Eternal Fire	The Light that illuminates the darkness	Light, Hope, Predestination, Selsacrifice	Originally, the Eternal Fire was the flame in which the god Telawelforged the weapons of the gods. It eventually became the focal point of a religious cult that had many followers among humans of the Northern Kingdoms. The faith was founded in Novigrad, where it was practically law, and the city served as the religion's de facto capital. The cult is led by an elected Hierarchy.
A Sun with a face	Great Sun	Ard Faeinn, The Eternal Sun	Warmth, Life, Humanity, Nobility	The cult has its roots in the Elven cult of nature. The primary deity is the Sun, giver of warmth and life, protector of humankind, but also capable of being cruel and destructive.
A White cat	Freya	The Great Mother	Fertility, love and beauty	Freya Modron, the Great Mother, teaches us to put our faith in her no matter what life brings. Thus warriors pray to her before setting off for battle, and the women they leave behind pray for their menfolk's safe return.

None	God	The one true god, the righteous, the all-knowing	Everything	<p>In many regions of Ofir, the believe in one single god has become predominant. While many call this god "the one true god", there have been very little conflict, as Ofir is a land of many beliefs. Those that worship him know him under 99 different names, from 'The Rightous' to 'The Benevolent' and many more.</p>
A Cow Tail	Huldra	The Cow-Tailed Goddess	Sexuality, Lust, Mating	<p>Huldra is not a widely known goddess, but is popular in Creyden and Vespaden. Her temples are usually similar to elegant inns or massage parlours, when one can find comfortable sofas, soft pillows and best drinks. Monuments depicting the goddess are rarely seen since her priestesses look divine themselves, consisting of beautiful maidens among whom half-elves can be often found.</p>

Two Crossed Stormbolts	Kreve	The Sky Father	Lightning, Power, Nobility, Risk	Kreve is a kind of sky father or the thunder god of the Nordling pantheon. An expansive god, associated with such attributes as decisive action, energy, power, spontaneity, resourcefulness, expansion (in any meaning) and defense of ownership. His symbol is the thunderbolt. Most popular among soldiers, knights, monarchs, merchants and risk-takers.
A female head with long hair	The Lady of the Lake	The Nymph	Destiny, Chivalry, Honor	The Lady of the Lake is an elusive supernatural being that dwells in various lakes in the north. She often chooses a champion based on the five principles of Chivalric Virtues: Valor, Honor, Compassion, Wisdom and Generosity.
A book	Saint Lebioda	The Prophet, King of the Universe	The Future, Destiny, The Inevitable	Lebioda is not a god, but a man who died to a dragon. He was a prophet who had visions of the future, which are contained in the Good Book of Prophet Lebioda's Wisdom.

A spiderweb with a spider seated in the center	Coram Agh Tera	The Lionheaded Spider	Death, Cruelty, Destiny	<p>The worshippers of Coram Agh Tera consider him to be the Great Weaver, who weaves the human fate into a great web. The web is constantly being expanded and corrected. Sometimes some threads are broken, which results in someone's sudden death. When one commits suicide, his thread is broken and he is devoured by Coram.</p> <p>Therefore, he is worshipped as the god of sudden and unpredictable death.</p>
Three circles that meet	Melitele	The Mother, The Maiden, The Crone	Love, marriage, peace, fertility, nature, abundance, motherhood	<p>The worship of Melitele is one of the oldest and most widespread religions. Original human cultures such as the Dauk and Wozgor worshipped her, and as time passed the worship spread to further lands and gained more followers. Melitele is considered by her followers as a patroness of fertility and birth; the guardian of midwives.</p>

-	Gaia	The World, Mother Nature	Nature, Life, Death, Rebirth, Growth, Decay	Many, among the druids, believe in nature instead of a named deity. To them, life itself has a will, and that balance can be achieved if one listens to the will of mother nature itself.
A Four Leaf Clover	Nehaleni	Nehalenia	Divination, Dreams, Travel, Luck, Concealment	Nehalenia or Nehaleni is goddess of various aspects of luck and fate, thus including divinations, sooth, dreams and journey. People tend to call her when they are about to set out on the road (or are ambushed by bandits while already on the road), are afraid of bad dreams, when they wish to reveal – or conceal – something.

Black Sun, Crossed Circle	Niya	Lilit, Lilith	Night, Passion, Erotism, Women and their children	Cult of Lilit took different forms depending on culture of the people who worshiped her. For the Wozgor, she was the goddess of war who rewarded spilling blood in her name. This eventually led to her introduction as satanic figure in werebbubb mythology, in which she is interpreted as a bloodthirsty dragon hungry for sheep whose arrival is heralded by solar eclipses.
Scarlet cardinal	Rarog	The Phoenix	Fire, Drought, Heat, Birds, Luck	Raróg, fierce deity of fire and warm sky, is believed to be the polar opposite of Baal-Zebuth, the god of moisture and dark skies. Both are considered evil, neither of them more or less than the other; combined, they symbolize the southern and the northern wind.

An Ocean Wave	Sedna	The Wrathful Lady of the Sea	The Sea, Storms, Drowning	Sedna is dangerous and wrathful lady of the sea. The folk say she commands a significant number of known and unknown sea demons, responsible for winds and sea currents.
Angry bear	Svalblod	The Berserker, The Mad Bear	War, Cruelty, Sacrifice	Svalblod was an ancient deity worshipped by a cult cast out of the lands of Skellige many years ago. Even in a land of violence-orientated culture, the worship practiced bloody and cruel rituals that repulsed the minds of many Skelliger.
A Face with a big maw	Veyopatis	The Forgotten God of the Pontar Valley	Rivers, Fish, Sailing	Veyopatis, a forgotten god of the Pontar Valley, is still worshiped in certain forest settlements, but the times of his greatness and popularity are long past.

Double-Star	Baal-Zebuth	The Black Stars, the East Wind	Rain, Wind, Darkness	Baal-Zebuth is a dark deity symbolized by two combined black stars. While his role in the East is relatively dualistic, composed of both malevolent and benevolent traits, in Northern Realms his worshippers are perceived as cruel murderers and cannibals by followers of the Nordling Pantheon.
Droplets of Blood	Gernichora	Gvaern Ichaer, the bloody mistress	Decay, Acidity, Rot, Blood, Swamps	The ancient elves thought she was a fallen goddess, while the local human-folk of Angren believed her to be the spirit of a cursed princess, whose entire retinue had drowned in the bog en-route to her wedding. Gernichora is usually only revered by people living in Angren.

A star, symbolizing the light of creation	Creation	All that is	The World, Everything that exists	The believe in creation itself being a holy power stems from Ofir. Unlike the cults of other deities or the faith centered on the one God, worshippers of the very idea of creation think that all that exists is an expression of divine purpose without some kind of figurehead. One is all, all is one, from the very dirt people walk on to the sun that illuminates the sky, it is all part of Creation and its never ending mysteries.
A half-woman half-fish being	Melusine	Lady Melusine of the Depths	Skellige	Melusine was a siren but was so strong, large, and different from the others that some Islanders worshiped her as a semi-divine being. She hibernated in a cave at the southern cliffs of Spikeroog, leaving at times to hunt. The locals feared her enough to worship her and even built a massive shrine in her cave, remembering her as the mad and dangerous Lady Melusine of the Depths.

Hammer and tongs	Telawel	The craftsman, the honest worker	Craftsman and laborers, assimilated dwarves, Aedirn	Telawel, or Teliavel, is a Nordling god with a special connection to the Eternal Fire. He is a patron of craft and everyday honest work.
A mining pick	Fullangr	The god of miners, lord of the earth beneath	Craftsman and laborers, Miners, Dwarves	Fullangr is the god of mining, brother to Hár, god of the mountain heights. Dwarves usually dont speak of him to outsiders.
A mountain peak	Hár	The god of mountains, the mountain father	Craftsman and laborers, scholars, Dwarves	Hár is the dwarven god of mountain peaks, brother of Fullangr, the god of mining. Dwarves usually dont speak of him to outsiders.
A stylized helm with horns or antlers	Hemdall	The Hero of Myths and Sagas	Swordsmanship, Heroism, Skellige	Hemdall is a hero of myths and sagas of Skellige. According to legend, there is a magical golden rooster known as Kambi whose task it is to awaken Hemdall before the Last Battle between the forces of good and evil known as "Ragnar Roog".

A stylized helm with horns or antlers	Tyr	Master of An Skellig, The First Master, Progenitor of Clan Tuuirseach	Forging, An Skellig, Clan Tuirseach	Tyr was the first master of An Skellig and progenitor of the famous Clan Tuirseach. Folklore of Skellige states that to take possession of the land promised him by Hemdall, his father, Tyr first had to defeat a powerful and great bear named Yngvar.
A dwarven face	Rhundurin	The Judge, the Supreme, The First Ancestor	Family, Ancestry, Order	According to legend, Rhundurin is the first of the dwarven ancestors who ascended to godhood. Stories say that it was him that met Hár and Fullangr and wrote their knowledge, along with his own, down in the first version of the codex.

Grain	The Matron	The Mother, The Lady of the Fields	Fertility, harvest, love	The Matron is similar to Melitele, a goddess of life and love. Her religion has lost favor among the gnomes over the centuries, even if she is not entirely forgotten. Only gnomes know her true name and don't speak about her or religion at all to outsiders. Some gnomes think that the Matron has left gnomankind and <i>became</i> Melitele, moving on to those more in need of her blessings.
Two Hands about to touch	The Wonderbringer	The Maker, the holy craftsman, the mediator	Alchemy, joint work, the common good, pacificism	The Wonderbringer is one of the main deities of the gnomish people. Many are drawn to him due to his industrious nature. The Wonderbringer teaches that only cooperation can lead to advancements and that conflict is poison for the enlightened. Only gnomes know his true name, never revealing it to outsiders.

The endless knot	The Endless	The Infinite, the Unending	Time, Inevitability, Nihilism	The Endless represents the gnomish idea of emptiness and infinity. Gnomes believe that the Endless existed before time, when creation itself did not exist, and will also remain when said creation comes to an end. While not "evil", followers of the Endless are known for their nihilistic view of the world, that all is meaningless because, at the end of it, only the Endless will remain and nothing done matters. Some gnomish scholars believe that the human god Sedna and Oroborous are aspects of the Endless.
------------------	-------------	----------------------------	-------------------------------	--

The Tree of Life

The Enlightened

The Infinite Light, The Lightbringer

Destiny, Knowledge, Enlightenment, Understanding

The Enlightened is the antithesis of The Endless, the one that achieved true enlightenment and knowledge in the face of the endless void. The Tree of Life, consisting of 10 Sefirot, is both his symbol as well as his form. Many gnomish scholars follow this religion, hoping to achieve enlightenment, to discover the "Infinite Light" - the divine self-knowledge. His name, or even existence, are not spoken about to none-gnomes, for knowledge is a treasure not easily handed away.

List of all Faiths

Pantheons

Pantheons are a gathering of deities rather than a single one.

The Dwarven Pantheon

- **Alias:** The honored ones
- **Holy Symbol:** A dwarf
- **Spheres of Influence:** Family, Ancestry, Order, Mining, Mountains, Craftsmen, Dwarves

The dwarven pantheon encompasses the faith in the primary ancestors and entities proclaimed divine: Bloemenmagde (Dana Maedbh), Hár, Rhundurin and Fullangr.

Zangvebar Shamanism

- **Alias:** The Spirits, The great gods
- **Holy Symbol:** A line, symbolizing a hill with the sky above it

- **Spheres of Influence:** The Sky, The Earth, the great beyond

While religion is not as predominant in the eyes of visitors as is in other lands, many of the Zangvebar people follow the ancient tradition called Shamanism. Their history is only given orally, no religious texts exists, thus knowledge about them is vague and often speculative at best.

Their belief is based on the creator god called Zanahary, who gave humans life and a soul, the latter which will return to him upon death. According to their faith the world has been divided into Heaven and Earth due to Zanahary having a fight with his son, Andrianerinerina, a rebellious hero, or in some versions against Ratovantany, who made humans from clay.

Variants of the faith exist, like the belief in the Fragrant Lords, the revered ancestors. Ancestors are generally viewed as a benevolent force in the life of the living, but among some Zangvebari it is believed that the spirits of ancestors may become angatra (ghosts of the dead) if they are ignored or abused.

An important part of the faith are the taboos, which shape everyday life in Zangvebar. Lemurs are often revered and protected, hunting or hurting them a taboo. Since most inhabitants of Zangvebar are polytheists, this faith encompasses all variants.

The Eastern Pantheon

- **Alias:** The Spirits, the Ancestors, the local gods
- **Holy Symbol:** A wheel
- **Spheres of Influence:** The past, the living world, the future

The Haak believe in various versions of spirits, also known as local gods, that share the living world with them. These spirits are, as the term implies, localized: a spirit, or god, of a great river, a spirit of the hills, the spirit of the sky, of thunder, so on. Many of them have no official names. Some of the spirits resemble humans, some are beasts, others are combinations of them or even monsters.

Khans that were very heroic are said to become spirits after their death, protecting the new generations.

A variant of this belief instead focuses on the heavenly deities that govern over the world. They consist of 99 spirits, 55 of them benevolent (or white) and 44 terrifying (or black). The Khans and local spirits are seen as Guardian-Spirits in this version of the eastern faith. The world itself is seen as part of a trifecta, with the heavenly world above and the underworld where spirits go below.

Female priests are called Mudang, male priests are called Baksu.

The Dragon Cults

- **Alias:** The cult of Divine Dragons

- **Holy Symbol:** A dragon
- **Spheres of Influence:** Fire, Dragons, Protection, Order

The cult of Divine Dragons is only officially recognized state religion in Zerrikania. It comprises a "pantheon" of various ancient wyrms as well as veneration of real, living specimens hosted in temples.

The Skellige Pantheon

- **Alias:** The gods of Skellige, the great ones
- **Holy Symbol:** (Unofficially) A longboat
- **Spheres of Influence:** Skellige

Skellige believe in a vast pantheon of numerous gods, goddesses, mystical powers and local forces, as well as human Prophets and Saints. Their religion is not as organized as the Imperial Cult of the Great Sun – it lacks of one head above the whole cult, instead being centered around regional hierarchs, archpriests of given deities and charismatic leaders such as Grand Masters of knightly orders and self-proclaimed Prophets.

The Skellige Pantheon contains:

- Freya
- Grymmdjarr
- Modolf
- Broddr
- Otkell
- Sove
- Tyr
- Loki
- Hemdall
- Melusine
- Ouroborous
- Svablod

The Nordling Pantheon

- **Alias:** -
- **Holy Symbol :-**
- **Spheres of Influence:** The North

Nordlings believe in a vast pantheon of numerous gods, goddesses, mystical powers and local forces, as well as human Prophets and Saints. Their religion is not as organized as the Imperial Cult of the Great Sun – it lacks of one head above the whole cult, instead being centered around regional hierarchs, archpriests of given deities and charismatic leaders such as Grand Masters of knightly orders and self-proclaimed Prophets.

Deities part of the northern pantheon are:

- Aesculapius
- Coram Agh Tera
- Dana Maedbh
- Epona
- Huldra
- Kreve
- Livani
- Melitele
- Morrigan
- Nehaleni
- Pereplut
- Sedna
- Telawel
- Uroboros
- Veyopatis
- Verna

The Gnomish Pantheon

- **Alias:** The guiding lights, the old ones, the divine host
- **Holy Symbol :** Three half circles, surrounded by a full circle
- **Spheres of Influence:** Fertility, Growth, Pacifism, Crafting, Nihilism, Enlightenment, Knowledge, Destiny

The Gnomish pantheon encompasses the Matron, the Wonderbringer, the Endless, and the Enlightened.

Trivia

- The name "Faiths and Pantheons" is taken from a D&D sourcebook, which deals with the exact same topic.
- The idea of "Pantheons" (from ancient greek: all-together god) was adapted from the Eberron D&D setting, allowing characters to select one faith that represents many deities instead of just one.

The Witcher Online: The Neverwitcher Nights Project

Races

- Human
- Elf
- Dwarf
- Halfling
- Mutant
- Doppler



Professions

- Artisan
- Bard
- Doctor
- Druid
- Mage
- Man-at-Arms
- Merchant
- Noble
- Peasant
- Priest
- Ranger
- Rogue
- Witch
- Witcher

World

- Timeline
- **Faiths & Pantheons**
- The North
- Mahakam
- Southlands
- Hakland
- Ofir
- Melukka
- Zangvebar

Gameplay

- Character Development
 - Combat
 - Crafting
 - Skills
 - Unique Skill Branches
 - Magic
 - Magic school
 - Trading
 - Signs
 - Invocations
 - Powers
 - Death
 - Wounds
 - Derangements
 - Overland Map
-
-

Power Groups

- Rivian Army
- Rivian Guilds
- People of Elm
- Heimwehr
- Mahakam Volunteer Army
- Scioa'tael
- Order of the White Rose
- Mashujaa wa Zang
- Brotherhood of Mages
- Novigrad Gangs

VIPs

- List of Player Characters
- King Halm
- Brover Hoog
- Fergus var Emreis

Bestiary

- Aydakhurg
- Otso
- Nidhögg
- Zystling
- Wort
- Bubljos
- Ilyocori
- Nighthag
- Buggegil
- Gan Caenn
- Ogre
- Nemeton

Locations

Rivia & Lyria

- Broadhead
- Craag Ros
- Devil's Tower
- Duén a'Fir'inn
- Dunnock
- Gradabor
- Hawkesburn
- Kaveldun
- Khigvor
- Loc Eskalott
- Rastburg
- Ravenholme
- Ravenkluff Quarry
- Ruewolde
- Scala
- Spalla
- Tor llawenydd
- Waldenrad
- Willowhaine

Mahakam

- Barrow Hill
 - Black Brook Vale
 - Borro's Rump
 - Colshtock
 - Crag Pass
 - Davor's Mine
 - Dragon's Eye
 - Drunken Bluff
 - Fornlam
 - Gullbratt
 - Klamat Pass
 - Langbridge
 - Lonely Rock
 - Mahakam Pass
 - Mare's Islet
 - Mount Carbon
 - Stoolcap
 - Tallbridge
 - The First Gate
 - The Second Gate
 - Twin Peaks
-
-

Elsewhere

- Aedirn
- Caed Dhu
- City of Silver Towers
- Holmstein
- Novigrad
- Oxenfurt academy.
- Two Rivers
- Ysgith
- Zadar